

# SUMMONER

SE COMPATABLE



# SUMMONER

A mystical energy swirls around the robed figures as they saunter into the castle hall, heels tapping against the cobbled stone with each movement. A light would flash, and before the woman a beast would appear. Incredibly tall, with long fangs that nearly dragged against the floor as it began to run, moving towards the throne with a clear and focused lethal purpose.



Summoners are a class of mage practiced in the rare development of magical beasts called eidolon and existing alongside them. These eidolon could take any shape the summoner had wished when designing and are known to be anywhere from adorable to horrifying. Both talented on the battlefield as well as off, these rather versatile adventurers are common assets if one with as rare a skill set as this could even be found, let alone recruited.

## UNFAMILIAR MAGIC

The art of summoning is not something many are familiar with, it's possible that you'll be confused for a conjuration focused wizard or, in many cases, something more devious.

The nature of an eidolons appearance is chosen by the master, and so it's common practice to have your eidolon take on the shape of something more mundane when you're beginning such as a wolf or a bird, as to not draw too much attention to yourself as you travel.

## NATURAL PARTNERS

Where other adventurers learn to work with their party as they go on their journey, a summoner learns from the beginning how to work with others. It's part of their nature. Every spell they cast is done in tandem with another, and this natural inclination towards teamwork often changes the perspective many summoners have on problem solving.

Where another more bullheaded adventurer may run headfirst into a problem, a summoner is more likely to consider the capabilities of everyone present and try to formulate a cohesive move that could be done by the whole group. Just as they would with their eidolon.

## CREATING A SUMMONER

As you build your summoner, think about how they first discovered or met their eidolon. Did they encounter the spirit in the wild and learn to bind it, or was their eidolon something they sought after and called to them.

Why did your character choose to learn the skills of a summoner rather than those of any other possible kind of spellcaster? What called them to the summoning order they learned from, or if not taught by an order, where did they learn the skills to do so? You might have been born into a family well known for the craft, or be chosen by your village temple to be gifted with an eidolon of your own. Depending on where you are in the world and the culture around it, it's possible that the art is even considered to be an evil one, and learning the art forced you into hiding or to work with the less savory to get an understanding of your power.

## QUICK BUILD

You can make a summoner quickly by following these suggestions. Make Charisma your highest ability score. Your next-highest score should be Constitution. Then you choose the Sage background.

## THE SUMMONER

Level	Proficiency		Spells Known	Evolution Points				
	Bonus	Features		1st	2nd	3rd	4th	5th
1st	+2	Call Eidolon, Master's Style	—	—	—	—	—	—
2nd	+2	Spellcasting, Master's Focus	2	2	—	—	—	—
3rd	+2	Summoning Order	3	3	—	—	—	—
4th	+2	Ability Score Improvement	4	3	—	—	—	—
5th	+3	Master's Instinct	5	4	2	—	—	—
6th	+3	Summoning Order Feature	6	4	2	—	—	—
7th	+3	—	7	4	3	—	—	—
8th	+3	Ability Score Improvement	7	4	3	—	—	—
9th	+4	Guided Evolution	8	4	3	2	—	—
10th	+4	—	8	4	3	2	—	—
11th	+4	Summoning Order Feature	9	4	3	3	—	—
12th	+4	Ability Score Improvement	9	4	3	3	—	—
13th	+5	—	10	4	3	3	1	—
14th	+5	Life Bond	10	4	3	3	1	—
15th	+5	Summoning Order Feature	11	4	3	3	2	—
16th	+5	Ability Score Improvement	11	4	3	3	2	—
17th	+6	—	12	4	3	3	3	1
18th	+6	—	12	4	3	3	3	1
19th	+6	Ability Score Improvement	13	4	3	3	3	2
20th	+6	Twin Eidolon	13	4	3	3	3	2

## CLASS FEATURES

As a summoner, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per summoner level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per warlock level after 1st

### PROFICIENCIES

**Armor:** Light Armor

**Weapons:** Simple Weapons

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose 3 from Animal Handling, Arcana, Religion, Investigation, Insight, Intimidation, Perception, Persuasion or Nature

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) one simple weapon or (b) A shortbow and 20 arrows
- (a) leather armor or (b) hide armor
- (a) A component pouch or (b) An arcane focus
- (a) An explorer's pack or (b) A diplomat's pack





## CALL EIDOLON

### 1st-Level Summoner Feature

You've learned how to craft and call for the service of your very own eidolon. It is this rare and hard to learn skill that defines a person as a summoner. Without this skill, the summoner is both severely limited in options and suppressed in magical ability.

When you gain this feature, you gain your eidolon and receive 3 evolution points which you will spend on your eidolons evolutions as well as 8 points which you may add to its ability scores as you see fit. Your eidolon has it's own turn, uses the statistics of an *Eidolon Shell* as altered by evolutions, and has access to any standard actions. It's challenge rating equals your level divided by 3 for the purposes of spells such as polymorph.

As you gain levels in this class you will gain additional evolution points, which you must spend as you receive them. Whenever you gain evolution points from leveling up you may refund any one evolution you had previously chosen and receive the points you had spent, which you must spend immediately as normal.

Your eidolon exists within a pocket of your mind, trapped within it as a familiar would be their pocket dimension. It can perceive through your eyes and ears and communicate with you telepathically while it is within your mind in this way.

As an action you may call your eidolon from wherever it currently is located to

an unoccupied location within 10 feet of you that you can see or recall them back into your mind should you be able to see them. You cannot use this ability if you are unable to use this ability if your eidolon is on another plane of existence besides within your mind.

Your eidolon rolls for initiative and takes turns as normal. It follows the intent of any and all of your spoken or mental commands to the best of its ability.

## MASTER'S STYLE

### 1st-Level Summoner Feature

You've developed a particular style of commanding that has become natural to you. Choose one of the following options. You can't take the same Master's Style option more than once, even if you get to choose again.

### COMMANDER

When your eidolon makes an attack against a creature you can see, you may use your reaction to grant them advantage on the attack.

### CONTROLLER

You may use your bonus action to allow your eidolon immediately to move up to its speed in a path of your choosing. Your eidolon does not provoke attacks of opportunity when it moves in this way.

## EIDOLON SHELL

Medium Construct, Unaligned

**Armor Class** 10

**Hit Points** 10 or four times your summoner level + its Con modifier, whichever is higher.

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

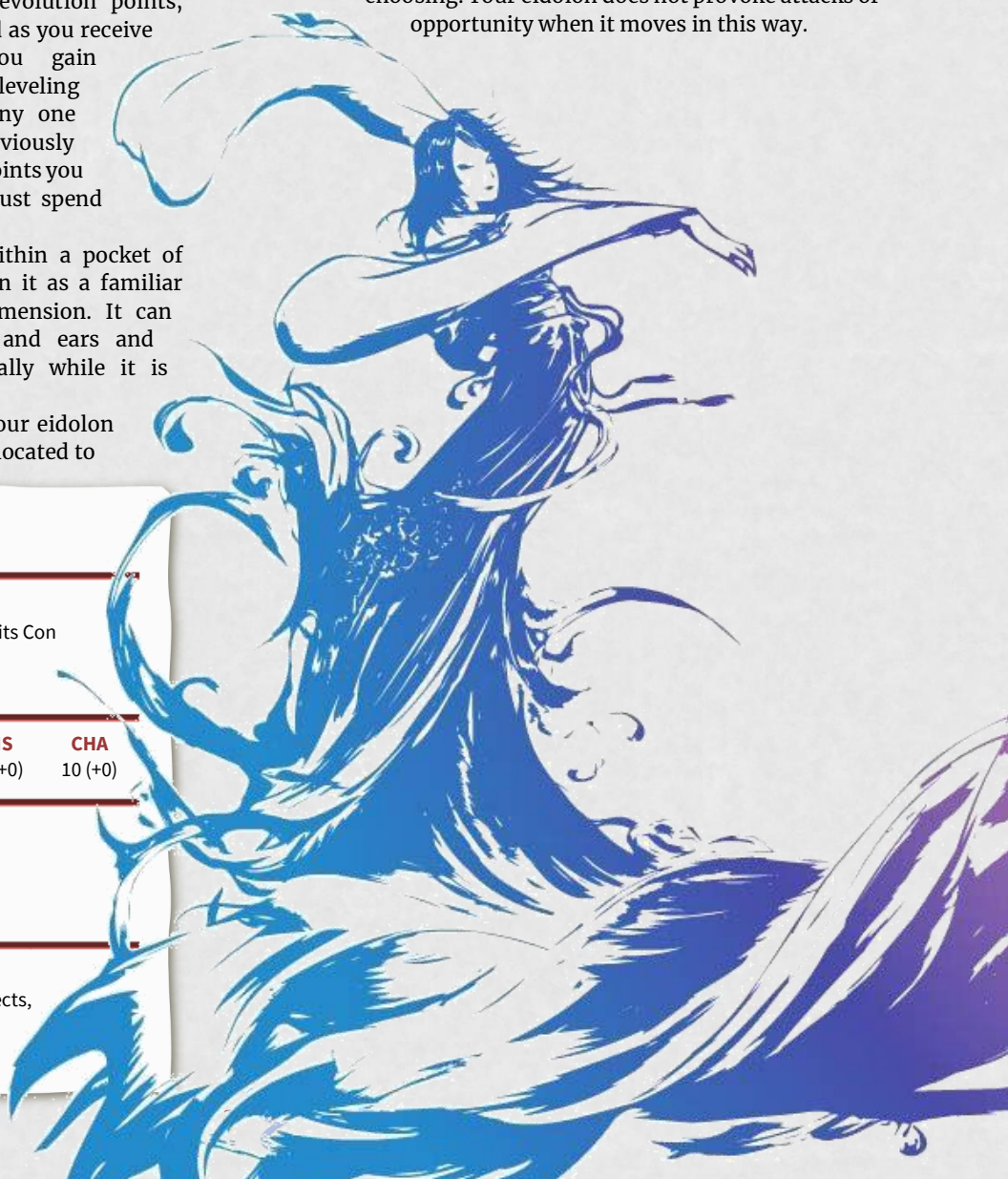
**Condition Immunities** charmed, petrified

**Senses** passive Perception 10

**Languages** any you know, telepathy 60 ft.

**Challenge** 1/4 (50 XP)

**Loyal Conjuration.** The eidolon has advantage on saving throws against spells and other magical effects, and is proficient in any armor, weapons, skills, or saving throws its master is.



## PLANNER

When initiative is rolled, you may choose to use the initiative result that your eidolon rolled as your own, having them use yours in turn.

## SCHEMER

When your eidolon hits a creature with an attack that had taken damage from you that round, they take an additional 5 points of damage.

## SPECTATOR

You can use your action while within 120 feet of your eidolon to perceive through its senses until the end of your next turn or choose to end this as a bonus action. During this time, you are both blinded and deafened, but can communicate telepathically with your eidolon even if you are out of range.



## SPELLCASTING

### 2nd-Level Summoner Feature

As a practitioner of conjuration magic, you have developed the ability to cast a few simple arcane spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this class for your spell list.

## SPELLS KNOWN AND CASTING SPELLS

When you gain this feature, you know two 1st-level of your choice from the summoner spell list. You will learn additional summoner spells of your choice at higher levels, as shown in the Spells Known column of the Summoner table.

The Summoner class table shows how many spell slots you have to cast your summoner spells of 1st level and higher. To cast one of these summoner spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell magic missile and have a 1st-level and a 2nd-level spell slot available, you can cast the spell using either.

Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from

the summoner spell list, which also must be of a level for which you have spell slots.

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your summoner spells since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## MASTER'S FOCUS

### 2nd-Level Summoner Feature

When you cast a spell, if your eidolon is within 120 feet of you, you can cause your eidolon to use their reaction and cast them spell through them from their location.

You may use this feature once, regaining the ability to do so again upon completing a short or long rest.

## SUMMONING ORDER

### 3rd-Level Summoner Feature

There are several famed summoning orders, each with their own specializations and focuses. Now you choose which of these orders you belong of the Order of the Brood, or Order of the Eidolist, detailed at the end of the class description.

## ABILITY SCORE IMPROVEMENT

### 4th-Level Summoner Feature

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You may do this again when you reach 8th, 12th, 16th, and 19th level.

## MASTER'S INSTINCTS

### 5th-Level Summoner Feature

You've grown evermore talented as a master of your eidolon, and your skill as a combatant has grown alongside this. You gain one of the following features of your choice.

**Extra Attack.** You can attack twice, instead of once, whenever you take the Attack action on your turn.

**Order Attack.** Your eidolon can attack twice, instead of once, whenever they take the Attack action on their turn.

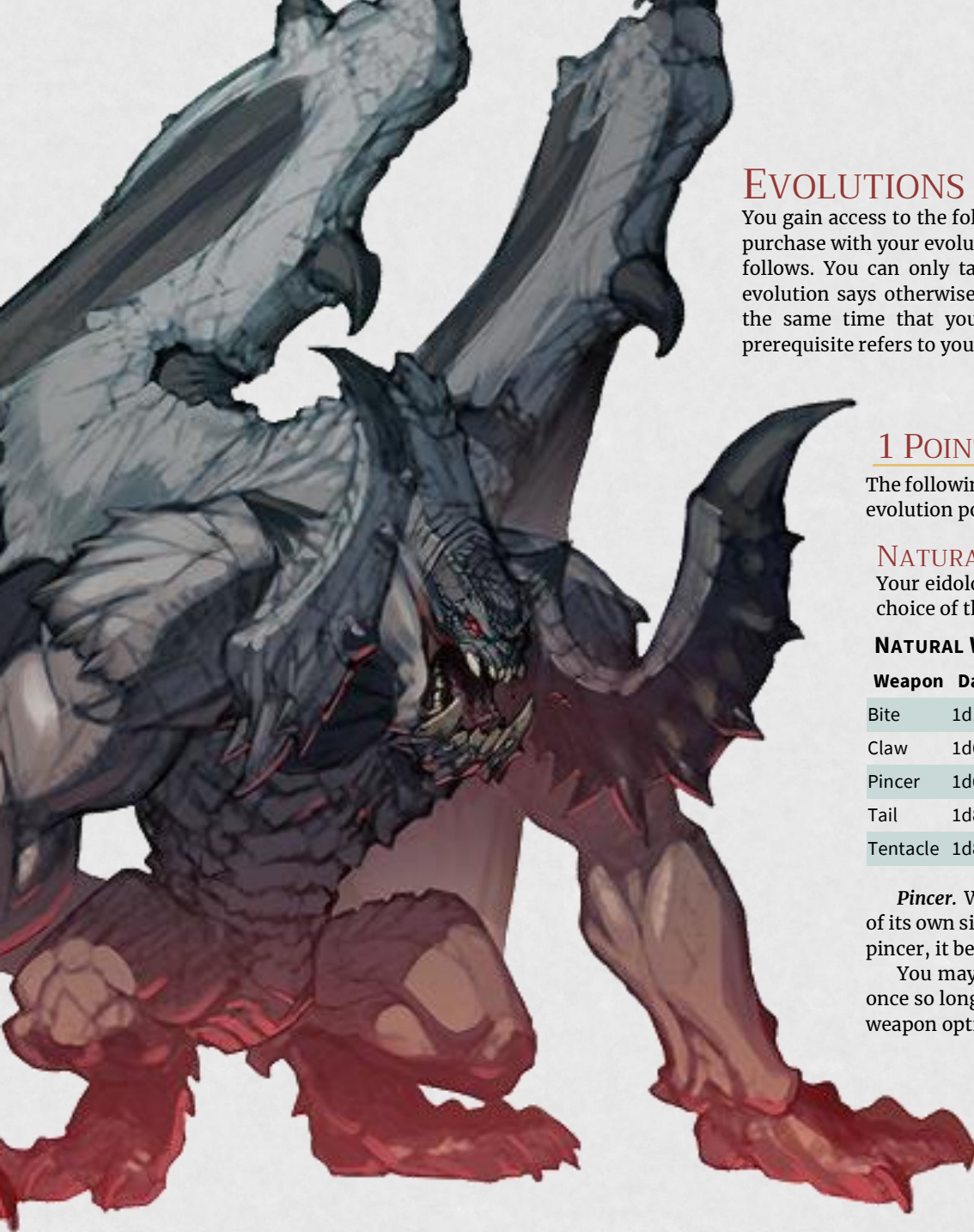
## GUIDED EVOLUTION

### 9th-Level Summoner Feature

Your skill as a master has continued to improve, and your magic has become malleable. When you complete a long rest, you may choose one of the following, causing the effect to remain active until the end of your next long rest.

**Bolster Eidolon.** Your gain 2 evolution points that you may spend as if your eidolon had taken them which last until this effect ends.

**Summoner's Meld.** You gain 2 evolution points that you may spend to use on yourself, gaining the benefits of the evolutions until this effect ends.



## EVOLUTIONS

You gain access to the following options of which you may purchase with your evolution points. They are presented as follows. You can only take an evolution once unless the evolution says otherwise. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your levels in this class.

### 1 POINT EVOLUTIONS

The following eidolon evolution options cost 1 evolution point.

#### NATURAL WEAPON

Your eidolon gains a natural weapon of your choice of the following list.

##### NATURAL WEAPON OPTIONS

Weapon	Damage	Properties
Bite	1d10	
Claw	1d6	Light, Finesse
Pincer	1d6	Finesse, Special
Tail	1d8	Heavy
Tentacle	1d8	Reach

**Pincer.** When your eidolon hits a creature of its own size or smaller with an attack with a pincer, it becomes grappled by them.

You may choose this evolution more than once so long as you choose a different natural weapon option each time.

### LIFE BOND

#### 14th-Level Summoner Feature

Whenever either you or your eidolon take damage while you are within 20 feet of one another, you may use your reaction to redistribute the damage in any way you'd like, so long as the both of you each take at least 1 point of damage.

### TWIN EIDOLON

#### 20th-Level Summoner Feature

As an action you may take the form of your eidolon, as if by means of the *shapechange* spell. This does not require concentration by you and lasts 24 hours or until you choose to end it as an action. While transformed in this way, your eidolon may cast spells you know, expending your spells slots when they do so.

You may use this feature once, regaining the ability to do so again upon completing a long rest.

### CLIMBING SPEED

Your eidolon gains a climbing speed of 30 feet. You may choose this evolution more than once, increase the eidolons climbing speed by 10 feet each time.

### KEEN SENSES

Your eidolon gains proficiency in either the Perception or Investigation skill. If they already had proficiency in Perception, they may instead add twice their proficiency bonus to it. You may choose this evolution an additional time, choosing the skill you hadn't chosen before.

### MOUNTABLE

Your eidolon increases to large sized and is of a suitable shape for you to ride it as a controlled mount, and It's movement speed increases by 10 feet. You may choose this evolution more than once, increase the eidolons walking speed by 10 feet each time.

## NATURAL ARMOR

While they are wearing no armor and not wielding a shield your eidolons AC equals 10 + their Dexterity modifier + their Constitution modifier. You may choose this evolution more than once, increasing the eidolons AC by 1 each time.

## SIZE INCREASE

Your eidolon's size category increases to large, increasing the damage of its melee weapon attacks by 1d4 and granting the eidolon advantage on all Strength ability checks.

You may choose this evolution one additional time past the first, increasing your eidolon's size category to huge and increasing the additional damage added to its melee weapon attacks to 1d8.

## SKILLED

Your eidolon becomes proficient in any three skills of your choice that it is not already proficient in.

## UNDERWATER ADAPTATION

Your eidolon becomes able to breath underwater and gains a swimming speed of 30 feet. You may choose this evolution more than once, increasing the eidolons swimming speed by 10 feet each time.

## 2 POINT EVOLUTIONS

The following evolution options cost 2 evolution points.

### ABILITY SCORE INCREASE

You can increase one of YOUR EIDOLONS ability scores by 2, or you can increase two of ITS ability scores of by 1. You can't increase an ability score above 20 using this feature. You may choose this evolution more than once but cannot choose this option twice during the same increase in level.

### CRUSHING GRIP

*Prerequisite: Pincer, 5th-Level*

While your eidolon has a creature grappled with its pincer, it may use its bonus action to deal 2d8 + their Strength modifier in bludgeoning damage to them.

### DEADLY SQUEEZE

*Prerequisite: Tentacle, 5th-Level*

When your eidolon hits a creature who you have grappled with a weapon attack using their tentacle, the attack deals an additional 1d8 damage.

### FLIGHT

Your eidolon gains a 30 foot flying speed. You may choose this evolution more than once, increase the eidolons flying speed by 10 feet each time.

### LETHAL SWIPE

*Prerequisite: Claw, 5th-Level*

Your eidolons claw attacks now land critical hits on a roll of 19 or higher. You may choose this evolution more than once, increasing the range of which they can crit by 1 each time.

### RENDING JAW

*Prerequisite: Bite, 5th-Level*

When your eidolon hits a creature of its size or smaller with a bite attack, it can attempt another bite attack against the same creature as a bonus action. If that hits, the creature becomes grappled.



## TREMORSENSE

*Prerequisite: 7th-Level*

Your eidolon gains a 30 foot Tremorsense. If you are directly touching your eidolon, you also have access to this ability.

## VENOMOUS STINGER

*Prerequisite: Tail, 5th-Level*

When your eidolon hits a creature with an attack using its tail you can choose for the weapon dice to instead be 1d4 piercing damage. A creature that takes damage from this stinger must succeed a Constitution saving throw or be poisoned for 1 minute.

## 3 POINT EVOLUTIONS

The following evolution options cost 3 evolution points.

### BREATH WEAPON

*Prerequisite: 9th-Level*

Your eidolon gains access to a breath weapon that recharges on 6, and it can use as at will. When you choose this feature, you must choose one of the following damage types: Acid, Cold, Fire, Lightning, Poison, and Thunder, as well as wither a 60 foot Line or a 30 foot Cone.

As an action the eidolon can unleash a torrent of its chosen element in a direction of your choosing. Creatures caught in the area of affect must succeed a Dexterity saving throw if the damage type is Acid, Fire, or Lightning, or a Constitution saving throw if the damage type is Cold, Poison, or Thunder. A creature who fails this save suffers 6d10 damage of the breaths chosen type or takes half as much damage on a success.

If you choose this evolution additional times, you can either create a new combination of breath weapon that shares the same recharge timer as the other (For example, one fire damage cone, and one lightning damage line, that both use the same charge to active.) or you can increase the recharge range by 1, to a max of 3-6.

### BLINDSIGHT

*Prerequisite: 13th-Level*

Your eidolon gains a 30 foot Blindsight. If you are directly touching your eidolon, you also have access to this ability.

### BURROW

Your eidolon gains a 15 foot burrowing speed and leaves a tunnel equal to its size category in width in its wake as it does so. You may choose this evolution more than once, increase the eidolons burrowing speed by 5 feet each time.

### EXOTIC RESISTANCE

Your eidolon becomes resistant to one of the following damage types: Acid, Cold, Fire, Force, Lightning, Poison, or Psychic, Thunder. You may choose this evolution more than once, choosing a different resistance each time.

### FAST HEALING

Your eidolon recovers 5 hit points at the beginning of each of its turns. This healing is disabled for 1 minute should the eidolon suffer fire damage.

## SWALLOW

*Prerequisite: 9th-Level*

Your eidolon may use an action while grappling a creature of two sizes smaller than it or more with its bite attack, to swallow the creature. The creature becomes blinded and restrained and begins to suffer 3d8 acid damage at the beginning of each of its turns. Should the eidolon suffer 20 or more damage from inside of itself during a single round, it will be forced to eject the swallowed target to an unoccupied space within 5 feet of it.



## SUMMONER SPELL LIST

The following spells are available to you when you learn a summoner spell.

### 1ST LEVEL

Absorb Elements  
Alarm  
Animal Friendship  
Beast Bond  
Chaos Bolt  
Chromatic Orb  
Command  
Comprehend Languages  
Cure Wounds  
Detect Evil and Good  
Detect Magic  
Ensnaring Strike  
Expeditious Retreat  
Faerie Fire  
Gift of Alacrity  
Goodberry  
Heroism  
Hunter's Mark  
Identify  
Jump  
Longstrider  
Sanctuary  
Shield  
Sleep  
Snare  
Speak with Animals

### 2ND LEVEL

Aid  
Animal Messenger  
Augury  
Barkskin  
Beast Sense  
Blur  
Calm Emotions  
Darkvision  
Earthbind  
Enhance Ability  
Enlarge/Reduce  
Flaming Sphere  
Gust of Wind  
Heat Metal  
Invisibility  
Locate Animals or Plants  
Misty Step

Moonbeam  
Protection from Poison  
See Invisibility  
Web

### 3RD LEVEL

Blink  
Cat Nap  
Clairvoyance  
Counterspell  
Daylight  
Dispel Magic  
Fear  
Feign Death  
Fireball  
Haste  
Life Transference  
Remove Curse  
Speak with Plants  
Tongues

### 4TH LEVEL

Arcane Eye  
Banishment  
Charm Monster  
Compulsion  
Death Ward  
Dimension Door  
Dominate Beast  
Black Tentacles  
Fire Shield  
Freedom of Movement  
Giant Insect  
Grasping Vine  
Guardian of Faith  
Guardian of Nature  
Locate Creature  
Polymorph

### 5TH LEVEL

Awaken  
Contact Other Plane  
Creation  
Destructive Wave  
Far Step  
Temporal Shunt  
Tree Stride



## SUMMONING ORDERS

While summoning remains an uncommon art, those that do not only learn the special skill but come to dedicate themselves to it have formed groups called Summoning Orders to share their findings and develop their abilities together. The two most common of these orders are the Eidolists, and the Broodmasters, detailed as follows.

### EIDOLIST

The most common summoning order is known for their affinity and bond with their summon, taking a single conjuration and developing it as more than a servant.

### ENDURING BOND

#### 3rd-Level Eidolist Feature

When you first gain this feature your eidolon's maximum hit points increases by 6, and increases by another 2 every time you gain a level in this class. Additionally, you can now summon or recall your eidolon as a bonus action.

## GUIDED EVOLUTION

### 6th-Level Eidolist Feature

You gain access to an additional number of evolution points equal to half your level in this class which you may spend to enhance your eidolon. When you complete a long rest, you may change what these points are spent on, removing evolutions previously purchased with those points and reallocating the points as you would. You may only change evolutions spent with these points in this way, and all other evolutions remain unchanged.

## EMERGENCY EVOLUTION

### 11th-Level Eidolist Feature

As an action you may change the evolutions granted to your eidolon by your Guided Evolution feature as if you had completed a long rest. When you do this, you may spend twice as many points as you would normally have had. These additional points are lost as with the features purchased with them at the end of your next long rest.

You may use this feature once, regaining the ability to do so again upon completing a long rest.

## MERGE FORMS

### 15th-Level Eidolist Feature

As an action you can touch your eidolon and become one unified being. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by your new form when you do this. Your statistics change in the following way:

- Your maximum and current hit points are added together to create your new totals.
- You retain access to each of the eidolon and of your features, proficiencies, etc.
- Your size category, movement speed, and ability scores all individually become the larger of the two options between you and your eidolon.
- You may take two actions on your turn, but only one bonus action as normal.

This effect lasts for one minute, and both you and your eidolon suffer 1 level of exhaustion when the effect ends. Once over your hit points are divided between the two of you however you choose.

## BROODMASTER

The second most common summoning order is inversely known for the exact opposite style of summoning than their sister. The broodmaster order developed and refined the art of conjuring on a mass scale, allowing them to create more than just their single eidolon and command them all seamlessly.

## DIVERGENT EIDOLON

### 3rd-Level Broodmaster Feature

When you first gain this feature, you gain access to a second eidolon. This eidolon follows all of the same rules as the first but instead shares a pool of evolution points with your original eidolon.

Additionally, you gain an additional eidolon (3) when you reach level 11, which shares the same pool of evolution points as your other previous eidolons.

## DEVELOPMENTAL FOUNDATION

### 6th-Level Broodmaster Feature

Each of your eidolons gains an additional 3 evolution points that only they may spend, functioning as normal.

They each gain another of these additional evolution points at 11th level (4), and final two at 15th level (6).

## UNIVERSAL CONTROL

### 11th-Level Broodmaster Feature

When you use your action to summon or recall your eidolon, you can choose to do so for as many of your applicable eidolons as you wish.

## MENTAL PRESENCE

### 15th-Level Broodmaster Feature

Your eidolons exist within your mind and do their best assist you when they can. You become immune to surprise and gain advantage on all Wisdom ability checks so long as you have at least one eidolon recalled.

Additionally, When you roll initiative, you may use your reaction to summon any currently recalled eidolons to a location of your choice within 5 feet of you.

## CREDITS

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